



Handling Logs



LOGS

What Is Handling Logs

- Libgdx provides us with a simple logging facilities that gives us granular control.
- Get rid of the println messages, don't be a loser.
- A message can be a normal info message, an error message with an optional exception or a debug message.



LOGS

Types Of Logs

- Gdx.app.log
- Gdx.app.error
- Gdx.app.debug

```
Gdx.app.log("MyTag", "My informative message");  
Gdx.app.error("MyTag", "My error message", exception);  
Gdx.app.debug("MyTag", "My debug message");
```



WHERE ARE THE MESSAGES LOGGED

Depending Of The Platform

- In desktop the messages are logged to the console
- In LogCat(Android) or a GWT(google web toolkit) TextArea provided in the GwtApplicationConfiguration or created automatically in html5



LIMIT THE LOGGING

Different Levels Of Limiting It

- Lowest Level LOG_DEBUG
- Default Level LOG_INFO
- Highest Level LOG_ERROR

```
Gdx.app.setLogLevel(LOG_DEBUG);
```

- By limiting the logging to log debug we will show the logs of debug, error and info.

```
Gdx.app.setLogLevel(LOG_INFO);
```

- By limiting the logging to log debug we will show the logs of error and info.

```
Gdx.app.setLogLevel(LOG_ERROR);
```

- By limiting the logging to log debug we will show the logs of only error.



HIDE LOG MESSAGES

- In order to hide all log messages just type:
`Gdx.app.setLogLevel(LOG_NONE);`